

WHAT IS CLAIMED IS:

1 1. A method of activating digital media on a network comprising:
2 allowing each user connected to the network to add digital media files to a media
3 gaming queue accessible to each user of the network;
4 providing a visual indication of a sequence of the digital media files in the media
5 gaming queue;
6 allowing each user to add currency units to one or more selected digital media files in
7 the queue;
8 altering the sequence of the digital media files in the queue based on the respective
9 currency units associated with each digital media file in the queue; and
10 activating a digital media player to play the digital media files in sequence from the
11 queue.

1 2. The system of claim 1 wherein a media file with a first value of currency units
2 associated with it is sequenced in the queue ahead of a media file having a lesser value of
3 currency units associated with it.

1 3. A system to control the order of activating digital media files comprising:
2 a repository to store local content of digital media files;
3 a client/server to browse the local content coupled to the repository;
4 a local wireless network coupled to the client/server; and

5 a digital media player coupled to the repository to play activated digital media files in
6 sequence from a media gaming queue wherein the sequence of the media files in the media
7 gaming queue is determined by users of the system.

1 4. The system of claim 3 further comprising an account server coupled to the network to
2 associate currency units with a user's stored-value account.

1 5. The system of claim 3 further comprising means to enable a user to associate
2 currency units with one or more media files in the queue.

1 6. The system of claim 5 wherein the sequence of the media files in the gaming queue is
2 determined by a respective value of currency units associated with each media file.

1 7. The system of claim 6 wherein a media file with a first value of currency units
2 associated with it is sequenced in the queue ahead of a media file having a lesser value of
3 currency units associated with it.

1 8. The system of claim 3 further comprising:
2 a retail server coupled to the network to enable the user to download media files to a
3 user's computer;
4 a shopping cart server associated with the retail server to collect user requested
5 downloads; and

an authorization system to enable payment from the user's stored-value account or from a credit card.

9. The method of claim 3 wherein the repository to receives content updates and user account verification over the network.

10. A method comprising:
receiving media files for entry into a media gaming queue;
allowing users to associate currency units with a respective media file;
sequencing the media files in the media gaming queue, the sequence being determined by a respective value of currency units associated with each media file; and
playing the media file on a media player in the sequence from the media gaming queue.

11. The system of claim 10 wherein a media file with a first value of currency units associated with it is sequenced in the queue ahead of a media file having a lesser value of currency units associated with it.

12. A method comprising:
coupling one or more users' device to a media player over a wireless network for playing media files in sequence from a media gaming queue in a space;
adding one or more media files from a local media repository to the media gaming queue; and

6 altering the sequence of the media files in the media gaming queue based on currency
7 units associated with one or more selected media files.

1 13. The method of claim 12 wherein a value of currency units associated with one of the
2 media files is altered in response to input by one or more.

1 14. The method of claim 13 wherein the currency units are representative of a stored-
2 value associated with each respective user.

1 15. The method of claim 14 wherein the respective user can increase the stored-value
2 associated with the respective user.

1 16. The method of claim 15 wherein the respective stored-value is increased by adding
2 stored-value from a credit card account.

1 17. The method of claim 15 wherein the respective stored-value is increased in relation to
2 the number of media files added to the media gaming queue by a respective user that are
3 played on the media player.

1 18. A method comprising:
2 receiving media content updates for storage in a local media repository coupled to a
3 wireless local area network from a central media server;

4 allowing one or more users connected to the wireless local area network to select one
5 or more media files from the local media repository for addition to a media gaming queue;
6 and

7 allowing one or more users to associate currency units with a respective media file in
8 the media gaming queue.

1 19. The system of claim 18 comprising altering the sequence of the media files in the
2 media gaming queue based on the currency units associated with the respective media file.

1 20. The system of claim 19 wherein a media file with a first value of currency units
2 associated with it is sequenced in the queue ahead of a media file having a lesser value of
3 currency units associated with it.

1 21. The method of claim 18 wherein the currency units are representative of a stored-
2 value associated with each respective user.

1 22. The method of claim 21 wherein the user can increase the respective stored-value.

1 23. The method of claim 22 wherein the respective stored-value is increased by adding
2 stored-value from a credit card account.

1 24. The method of claim 22 wherein the respective stored-value is increased in relation to
2 the number of media files added to the media gaming queue by a respective user that are
3 played on the media player.